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1 **Model and representation: the effect of visual feedback on human performance in a color picker interface**   ■
Sarah A. Douglas, Arthur E. Kirkpatrick
April 1999 **ACM Transactions on Graphics (TOG)**, Volume 18 Issue 2
Publisher: ACM Press

Full text available: 📄 pdf(516.54 KB)   Additional Information: full citation, abstract, references, index terms, review

User interfaces for color selection consist of a visible screen representation, an input method, and the underlying conceptual organization of the color model. We report a two-way factorial, between-subjects variable experiment that tested the effect of high and low visual feedback interfaces on speed and accuracy of color matching for RGB and HSV color models. The only significant effect was improved accuracy due to increased visual feedback. Using color groups as a within-subjects variab ...

Keywords: HSV, RGB, color model, color selection, feedback, mental model, user interface

2 **An experimental comparison of RGB, YIQ, LAB, HSV, and opponent color models**   ■
Michael W. Schwarz, William B. Cowan, John C. Beatty
April 1987 **ACM Transactions on Graphics (TOG)**, Volume 6 Issue 2
Publisher: ACM Press

Full text available: 📄 pdf(2.44 MB)   Additional Information: full citation, abstract, references, citings, index terms, review

The increasing availability of affordable color raster graphics displays has made it important to develop a better understanding of how color can be used effectively in an interactive environment. Most contemporary graphics displays offer a choice of some 16 million colors; the user's problem is to find the right color. Folklore has it that the RGB color space arising naturally from color display hardware is user-hostile and that other color models such as the HS ...

3 **Do color models really make a difference?**   ■
Sarah Douglas, Ted Kirkpatrick
April 1996 **Proceedings of the SIGCHI conference on Human factors in computing systems: common ground**
Publisher: ACM Press

Full text available: 📄 pdf(859.33 KB)
📄 html(32.23 KB)   Additional Information: full citation, references, citings, index terms

Keywords: HSV, RGB, color models, color selection, user interfaces

4 Color gamut mapping and the printing of digital color images

Maureen C. Stone, William B. Cowan, John C. Beatty

October 1988 **ACM Transactions on Graphics (TOG)**, Volume 7 Issue 4

Publisher: ACM Press

Full text available: pdf(6.06 MB)   Additional Information: full citation, abstract, references, citings, index terms, review

Principles and techniques useful for calibrated color reproduction are defined. These results are derived from a project to take digital images designed on a variety of different color monitors and accurately reproduce them in a journal using digital offset printing. Most of the images printed were reproduced without access to the image as viewed in its original form; the color specification was derived entirely from calorimetric specification. The techniques described here are not specific ...

5 Experimental comparison of splines using the shape-matching paradigm

Richard H. Bartels, John C. Beatty, Kellogg S. Booth, Eric G. Bosch, Pierre Jolicoeur

July 1993 **ACM Transactions on Graphics (TOG)**, Volume 12 Issue 3

Publisher: ACM Press

Full text available: pdf(1.88 MB)   Additional Information: full citation, references, citings, index terms, review

Keywords: curve design, experimental study, interaction, shape matching, spline

6 Accurate color reproduction for computer graphics applications

Bruce J. Lindbloom

July 1989 **ACM SIGGRAPH Computer Graphics , Proceedings of the 16th annual conference on Computer graphics and interactive techniques SIGGRAPH '89**, Volume 23 Issue 3

Publisher: ACM Press

Full text available: pdf(5.84 MB)   Additional Information: full citation, abstract, references, citings, index terms

A method is presented for accurate color reproduction among a wide variety of display devices. The method is very general, in that it may be applied to virtually any color display device. Its generality has been demonstrated by application to color monitors, film recorders, electronic pre-press systems and color hardcopy devices. The algorithm has been used to accurately translate between device dependent and device independent color specifications and to translate from one device dependent colo ...

7 Color portability—reality in the '90s (panel session)

Efraim Arazi, John D. Meyer, James A. Kasson

August 1990 **ACM SIGGRAPH 90 Panel Proceedings**

Publisher: ACM Press

Full text available: pdf(13.11 MB)   Additional Information: full citation, index terms

8 Perceptual color spaces for computer graphics

Gary W. Meyer, Donald P. Greenberg

July 1980 **ACM SIGGRAPH Computer Graphics , Proceedings of the 7th annual conference on Computer graphics and interactive techniques SIGGRAPH '80**, Volume 14 Issue 3

Publisher: ACM Press

Full text available: pdf(991.09 KB)   Additional Information: full citation, abstract, references, citings, index terms

Perceptually uniform color spaces can be a useful tool for solving computer graphics color selection problems. However, before they can be used effectively some basic principles of tristimulus colorimetry must be understood and the color reproduction device on which they are to be used must be properly adjusted. The Munsell Book of Color and the Optical Society of America (OSA) Uniform Color Scale are two uniform color spaces which provide a useful way of organizing the colors of a digitall ...

Keywords: Color, Color science, Color television, Colorimetry, Computer graphics, False color, Pseudo color, Uniform color spaces

9   SamMatch: a flexible and efficient sampling-based image retrieval technique for large image databases
Kien A. Hua, Khanh Vu, Jung-Hwan Oh
October 1999 **Proceedings of the seventh ACM international conference on Multimedia (Part 1)**
Publisher: ACM Press

Full text available: pdf(1.70 MB)   Additional Information: full citation, abstract, references, citings, index terms

The rapid growth of digital image data increases the need for efficient and effective image retrieval systems. Such systems should provide functionality that tailors to the user's need at the query time. In this paper, we propose a new image retrieval technique that allows users to control the relevantness of the results. For each image, the color contents of its regions are captured and used to compute similarity. Various factors, assigned automatically or by the user, allow high recall an ...

Keywords: color-spatial information, content-based indexing, image database, image retrival, sampling

10   Modeling pigmented materials for realistic image synthesis
Chet S. Haase, Gary W. Meyer
October 1992 **ACM Transactions on Graphics (TOG)**, Volume 11 Issue 4
Publisher: ACM Press

Full text available: pdf(9.55 MB)   Additional Information: full citation, abstract, references, citings, index terms, review

This article discusses and applies the Kubelka-Munk theory of pigment mixing to computer graphics in order to facilitate improved image synthesis. The theories of additive and subtractive color mixing are discussed and are shown to be insufficient for pigmented materials. The Kubelka–Munk theory of pigment mixing is developed and the relevant equations are derived. Pigment mixing experiments are performed and the results are displayed on color television monitors. A paint program that ...

Keywords: color matching, color science, color selection, illumination modeling, pigment mixing

11   Lossless compression of computer generated animation frames
Hee Cheol Yun, Brian K. Guenter, Russell M. Mersereau
October 1997 **ACM Transactions on Graphics (TOG)**, Volume 16 Issue 4
Publisher: ACM Press

Full text available: pdf(5.18 MB)   Additional Information: full citation, abstract, references, citings, index terms, review

This article presents a new lossless compression algorithm for computer animation image

sequences. The algorithm uses transformation information available in the animation script and floating point depth and object number information at each pixel to perform highly accurate motion prediction with vary low computation. The geometric data (i.e., the depth and object number) can either be computed during the original rendering process and stored with the image or computed on the fly during com ...

Keywords: compression, computer animation, computer graphics, motion prediction

12 VisualSEEk: a fully automated content-based image query system

John R. Smith, Shih-Fu Chang

February 1997 **Proceedings of the fourth ACM international conference on Multimedia**

Publisher: ACM Press

Full text available: pdf(1.58 MB)   Additional Information: full citation, references, citings, index terms

Keywords: content-based retrieval, image databases, image indexing, similarity retrieval, spatial query

13 Parallel multilevel k-way partitioning scheme for irregular graphs

George Karypis, Vipin Kumar

November 1996 **Proceedings of the 1996 ACM/IEEE conference on Supercomputing (CDROM) - Volume 00 Supercomputing '96**

Publisher: ACM Press, IEEE Computer Society

Full text available: pdf(160.90 KB)   Additional Information: full citation, abstract, references, citings, index terms

In this paper we present a parallel formulation of a multilevel k-way graph partitioning algorithm. The multilevel k-way partitioning algorithm reduces the size of the graph by collapsing vertices and edges (coarsening phase), finds a k-way partition of the smaller graph, and then it constructs a k-way partition for the original graph by projecting and refining the partition to successively finer graphs (uncoarsening phase). A key innovative feature of our parallel formulation is that it ut ...

Keywords: Parallel Graph Partitioning, Multilevel Partitioning Methods, Spectral Partitioning Methods, Kernighan-Lin Heuristic, Parallel Sparse Matrix Algorithms

14 Getting it off the screen and onto paper (panel session): current accomplishments and future goals

Gary W. Meyer, Ricardo J. Motta, Joann Taylor, Maureen C. Stone

August 1990 **ACM SIGGRAPH 90 Panel Proceedings**

Publisher: ACM Press

Full text available: pdf(11.43 MB)   Additional Information: full citation, index terms

15 Cubic graphs

Raymond Greenlaw, Rossella Petreschi

December 1995 **ACM Computing Surveys (CSUR)**, Volume 27 Issue 4

Publisher: ACM Press

Full text available: pdf(1.90 MB)   Additional Information: full citation, references, citings, index terms, review

Keywords: NP-completeness, P-completeness, coloring, complexity theory, cubic graphs, discrete mathematics, graph theory, matching, planar graphs, regular graphs

16 A multiscale model of adaptation and spatial vision for realistic image display
Sumanta N. Pattanaik, James A. Ferwerda, Mark D. Fairchild, Donald P. Greenberg
July 1998 **Proceedings of the 25th annual conference on Computer graphics and interactive techniques**
Publisher: ACM Press
Full text available: pdf(1.59 MB)   Additional Information: full citation, references, citings, index terms

> **Keywords:** adaptation, realistic imaging, spatial vision, tone reproduction, visual perception

17 Linear color representations for full speed spectral rendering
Mark S. Peercy
September 1993 **Proceedings of the 20th annual conference on Computer graphics and interactive techniques**
Publisher: ACM Press
Full text available: pdf(356.88 KB)   Additional Information: full citation, references, citings, index terms

> **Keywords:** full spectral rendering, linear color representations, linear models, tristimulus values

18 Supporting similarity queries in MARS
Michael Ortega, Yong Rui, Kaushik Chakrabarti, Sharad Mehrotra, Thomas S. Huang
November 1997 **Proceedings of the fifth ACM international conference on Multimedia**
Publisher: ACM Press
Full text available: pdf(2.48 MB)   Additional Information: full citation, references, citings, index terms

19 An analysis of selected computer interchange color spaces
James M. Kasson, Wil Plouffe
October 1992 **ACM Transactions on Graphics (TOG)**, Volume 11 Issue 4
Publisher: ACM Press
Full text available: pdf(8.77 MB)   Additional Information: full citation, abstract, references, citings, index terms

> Important standards for device-independent color allow many different color encodings. This freedom obliges users of these standards to choose the color space in which to represent their data. A device-independent interchange color space must exhibit an exact mapping to a colorimetric color representation, ability to encode all visible colors, compact representation for given accuracy, and low computational cost for transforms to and from device-dependent spaces. The performance of CIE 1931 ...
>
> **Keywords:** CIE 1931 XYZ, CIELAB, CIELUV, SMPTE-C RGB, YCbCr, YES, color, color models, color spaces, device-independent color, quantization

20 The topological structure of asynchronous computability
Maurice Herlihy, Nir Shavit
November 1999 **Journal of the ACM (JACM)**, Volume 46 Issue 6
Publisher: ACM Press
Full text available: pdf(1.49 MB)   Additional Information: full citation, references, citings, index terms

Keywords: algebraic topology, asynchronous distributed computation, decision tasks, distributed computing, homology, simplicial complex, wait-tree algorithms

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